

08/538887

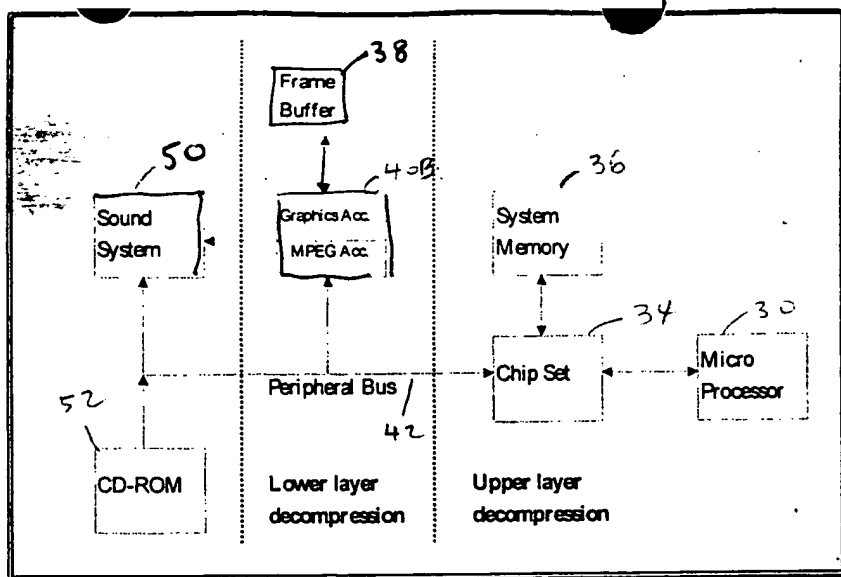


FIG. 4

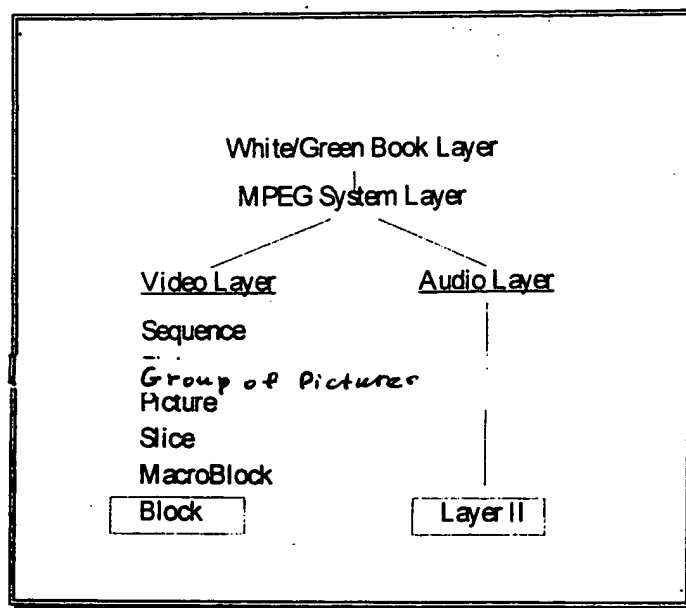


FIG. 1

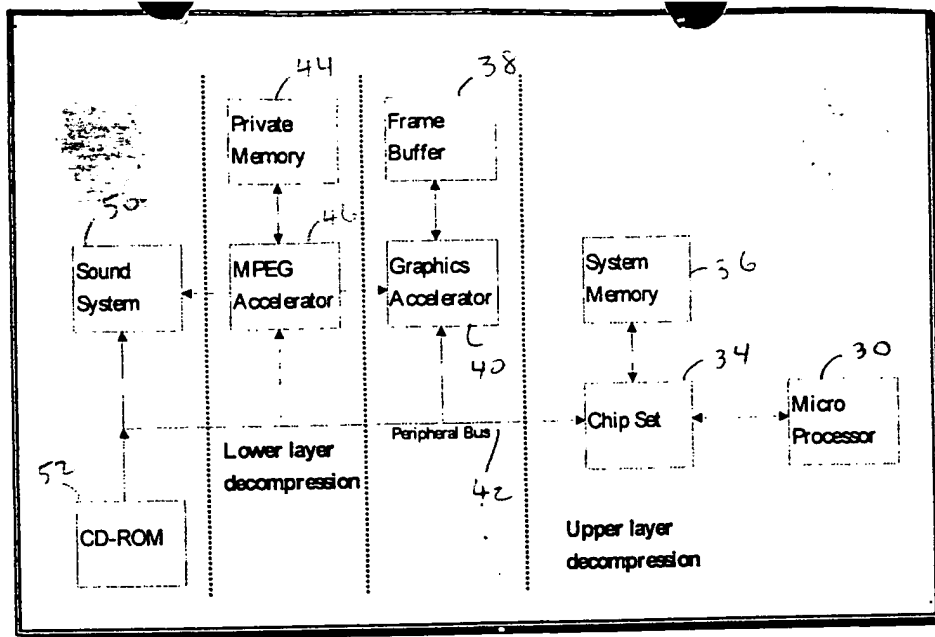


FIG. 2

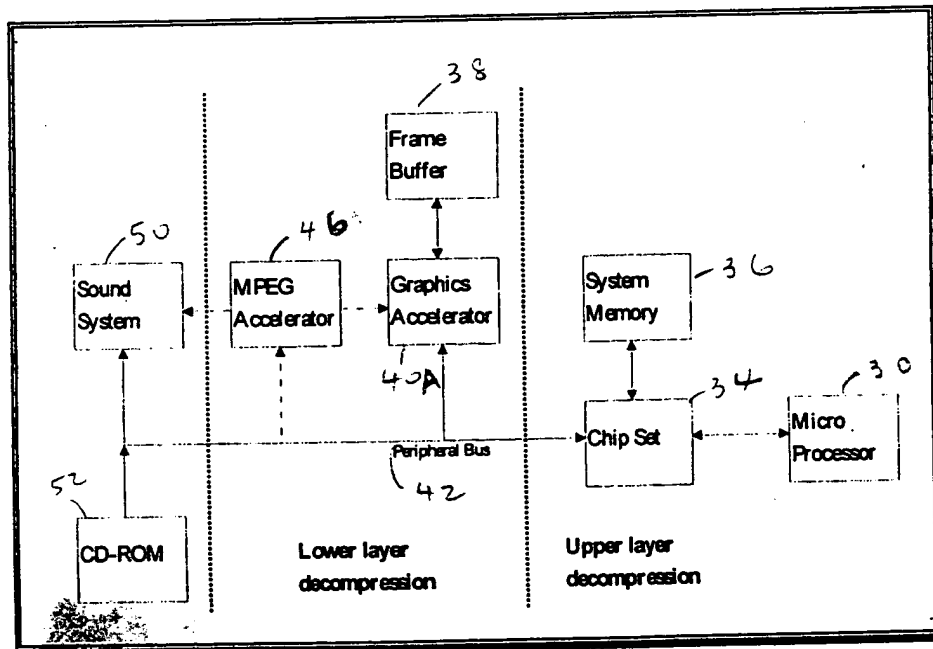


FIG. 3

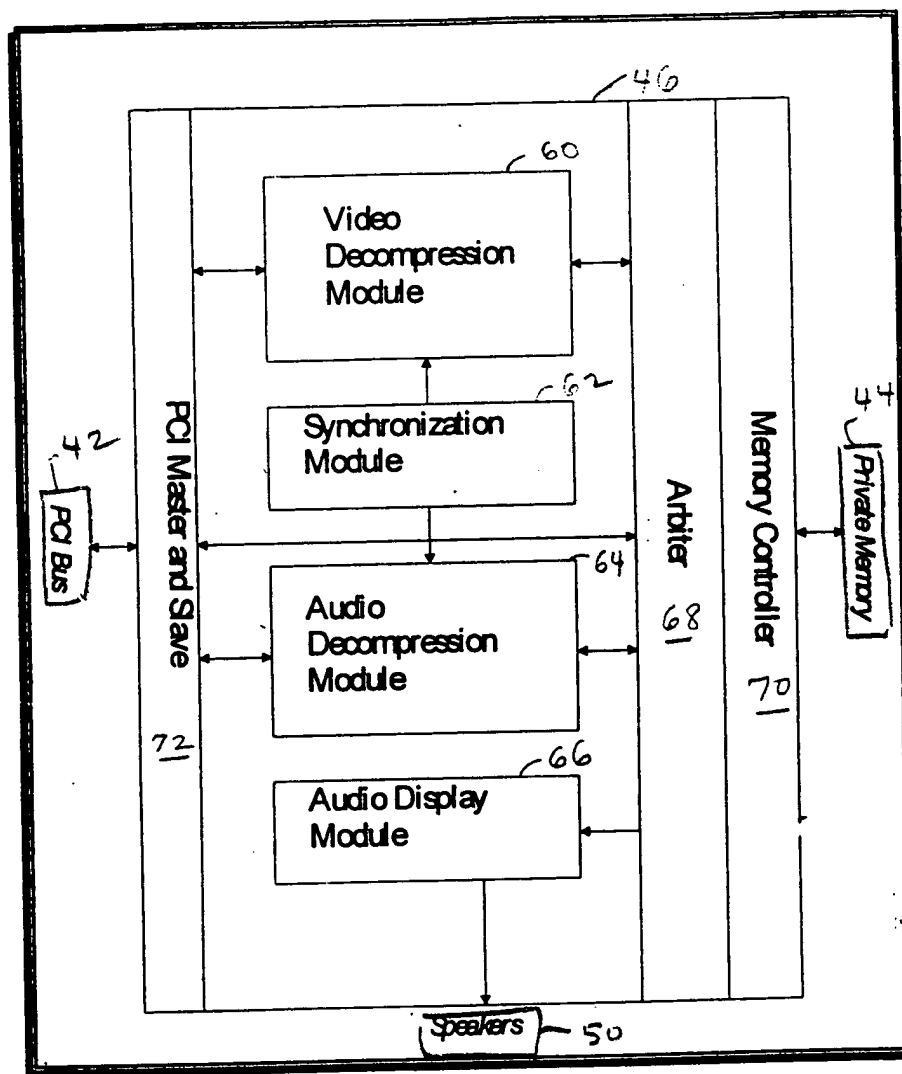


Fig. 5

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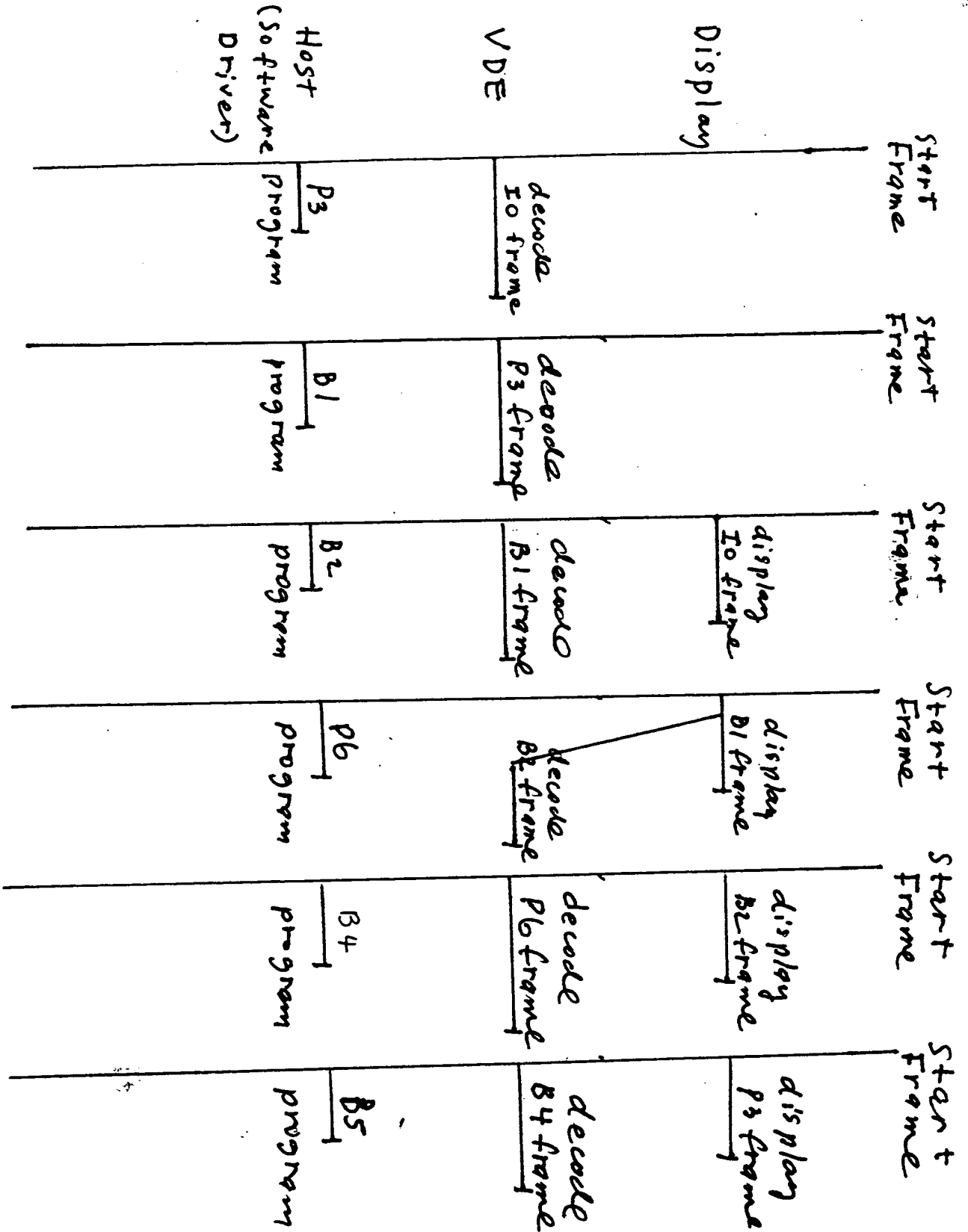


Fig. 6

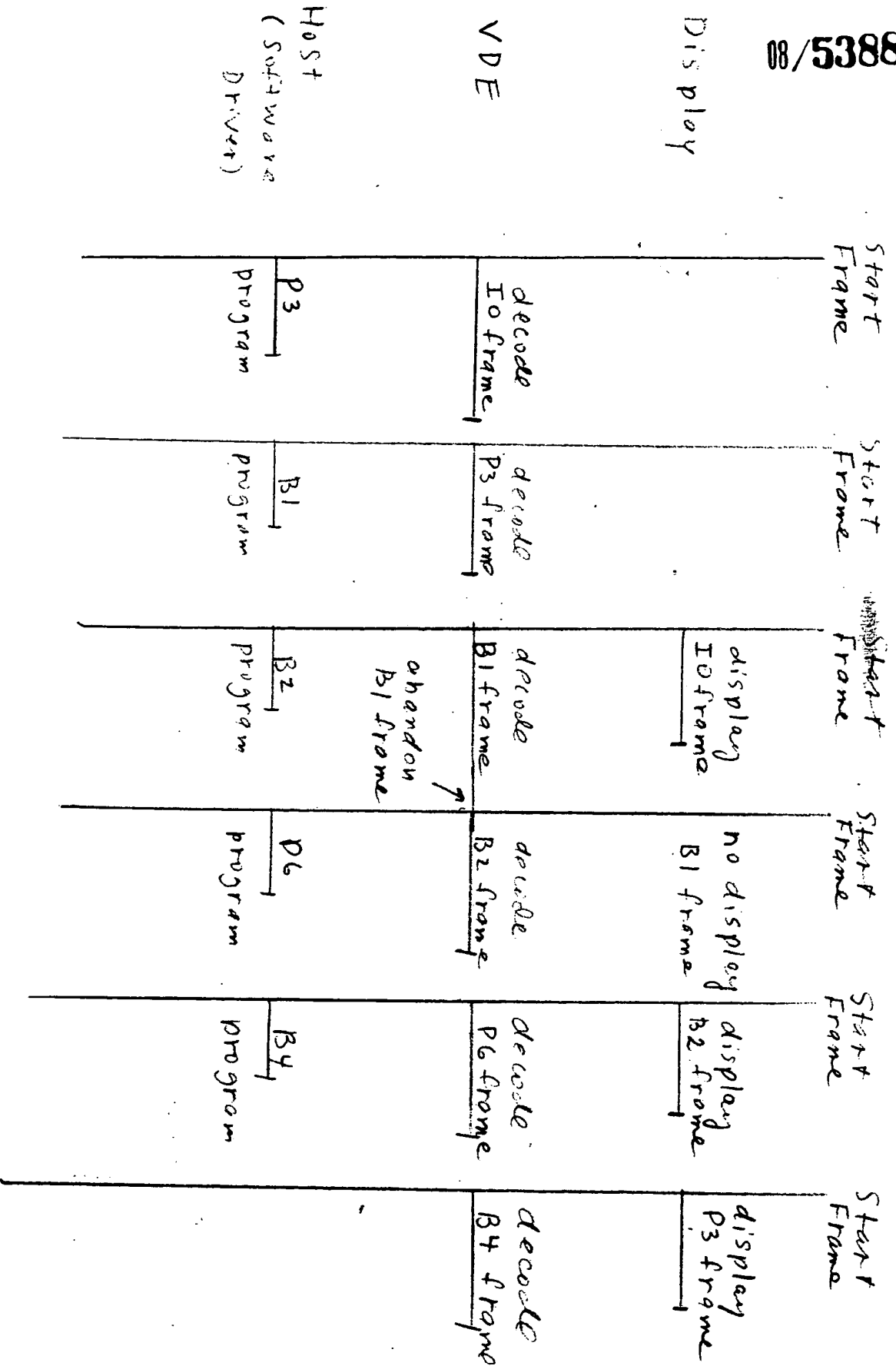


Fig. 7

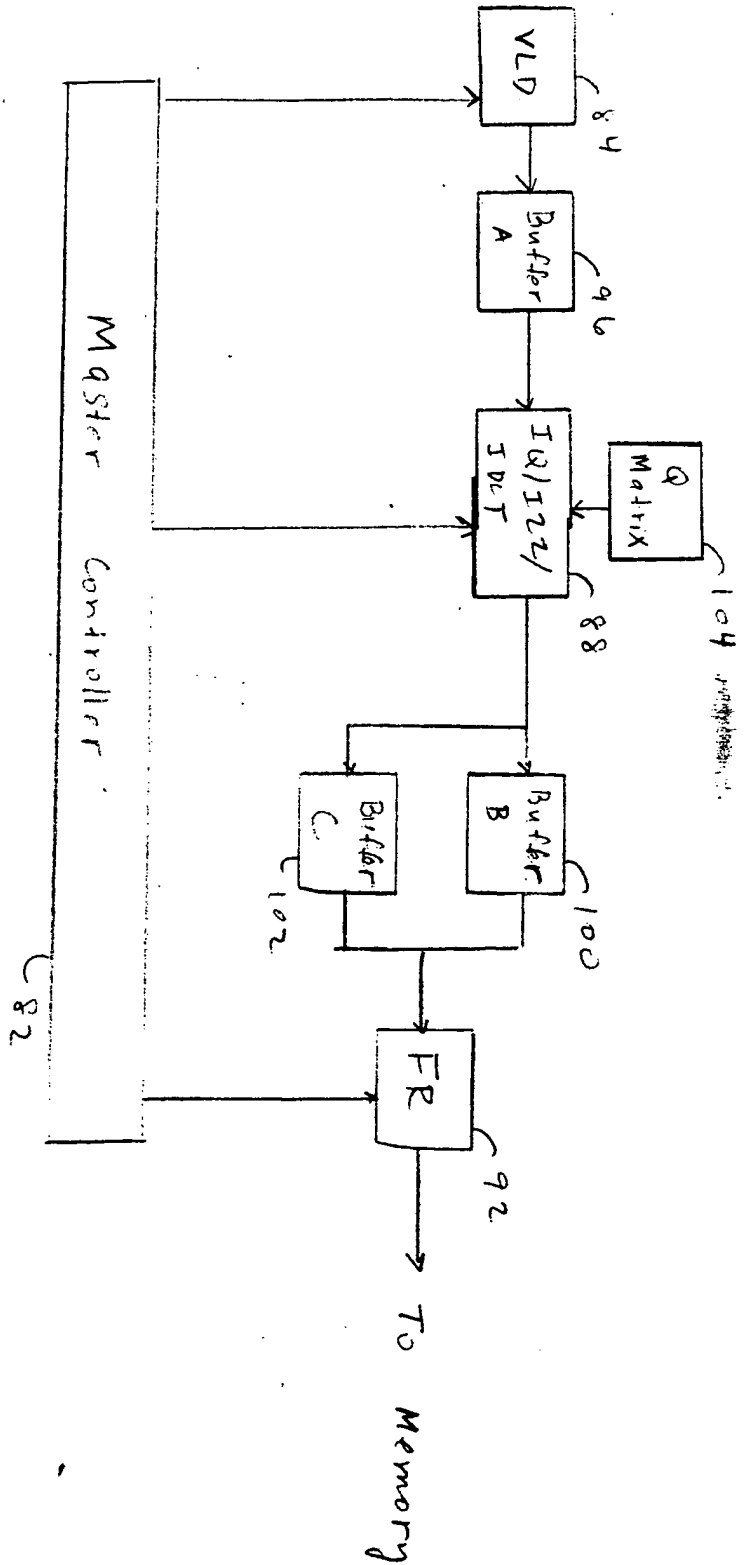


Fig. 8

0	1	2	3	4	5	6	7
8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47
48	49	50	51	52	53	54	55
56	57	58	59	60	61	62	63



0	1	5	6	14	15	27	28
2	4	7	13	16	26	29	42
3	8	12	17	25	30	41	43
9	11	18	24	31	40	44	53
10	19	23	32	39	45	52	54
20	22	33	38	46	51	55	60
21	34	37	47	50	56	59	61
35	36	48	49	57	58	62	63

Fig. 9

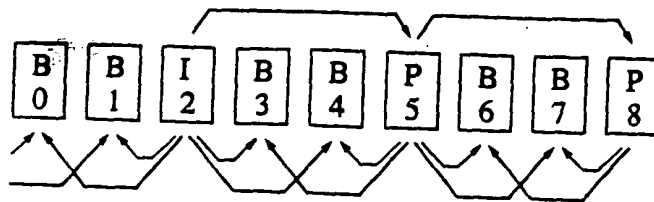


Figure 10

1 begin			
		end 1	2 begin
end 2	3 begin	end 3	4 begin
		end 4	5 begin
			end 5
6 begin			
		end 6	7 begin
end 7	8	8 9 begin	end 9 10 begin
			end 10

Figure 11



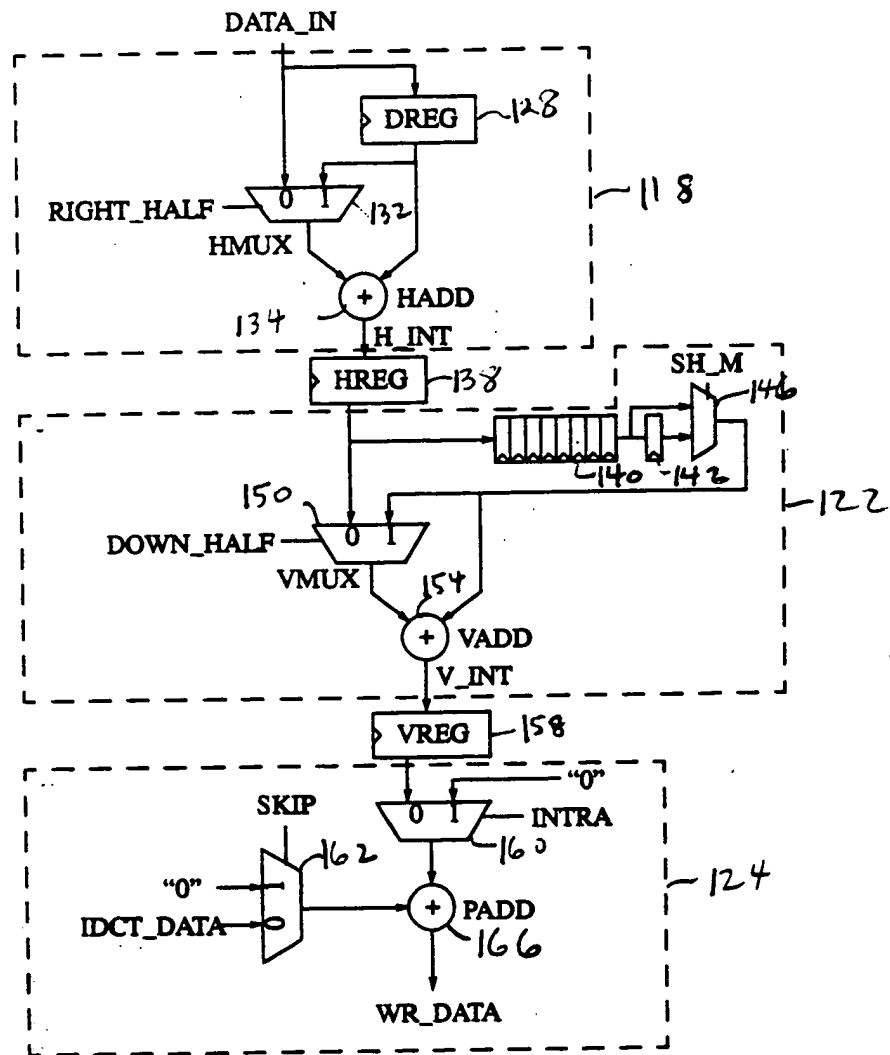


Figure 12

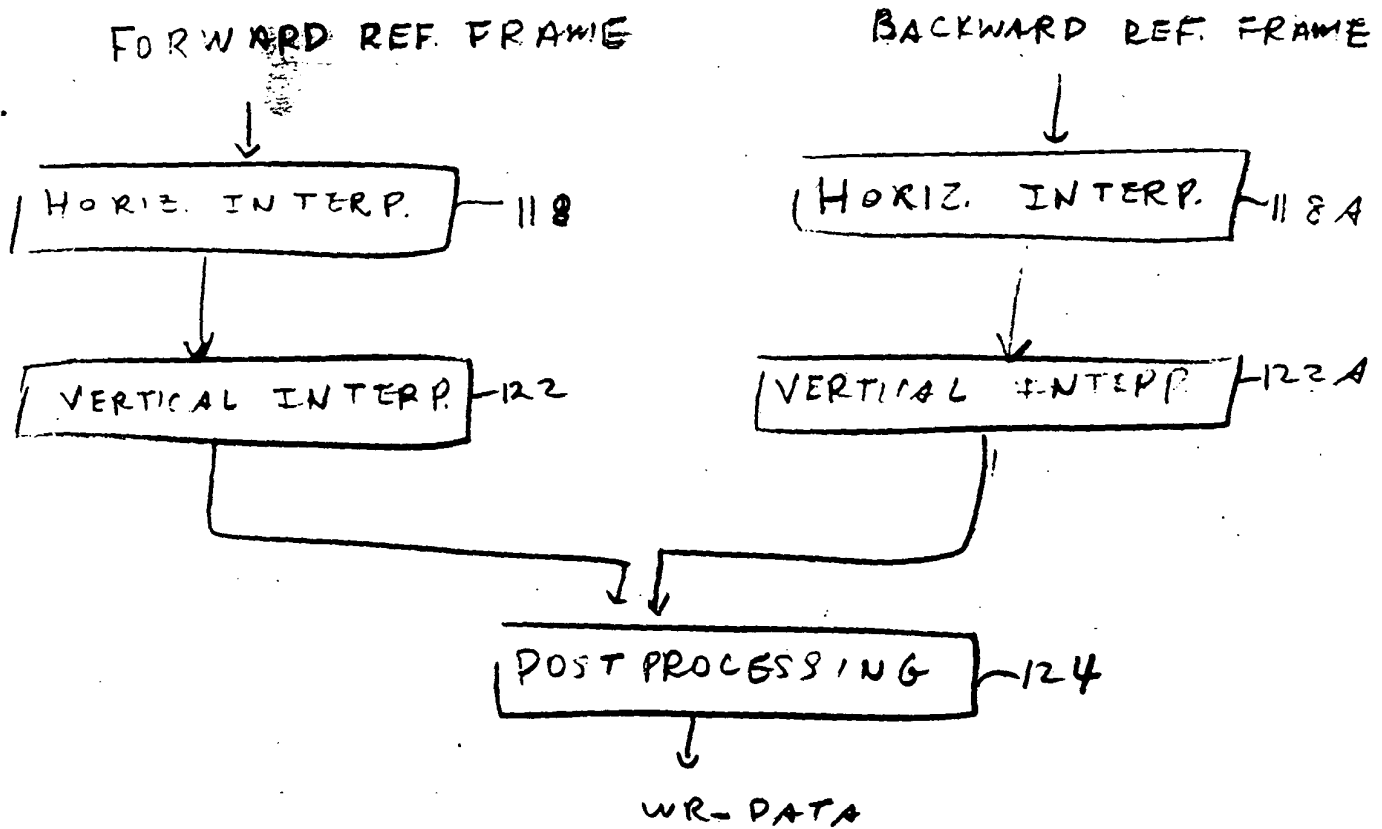


Figure 13A

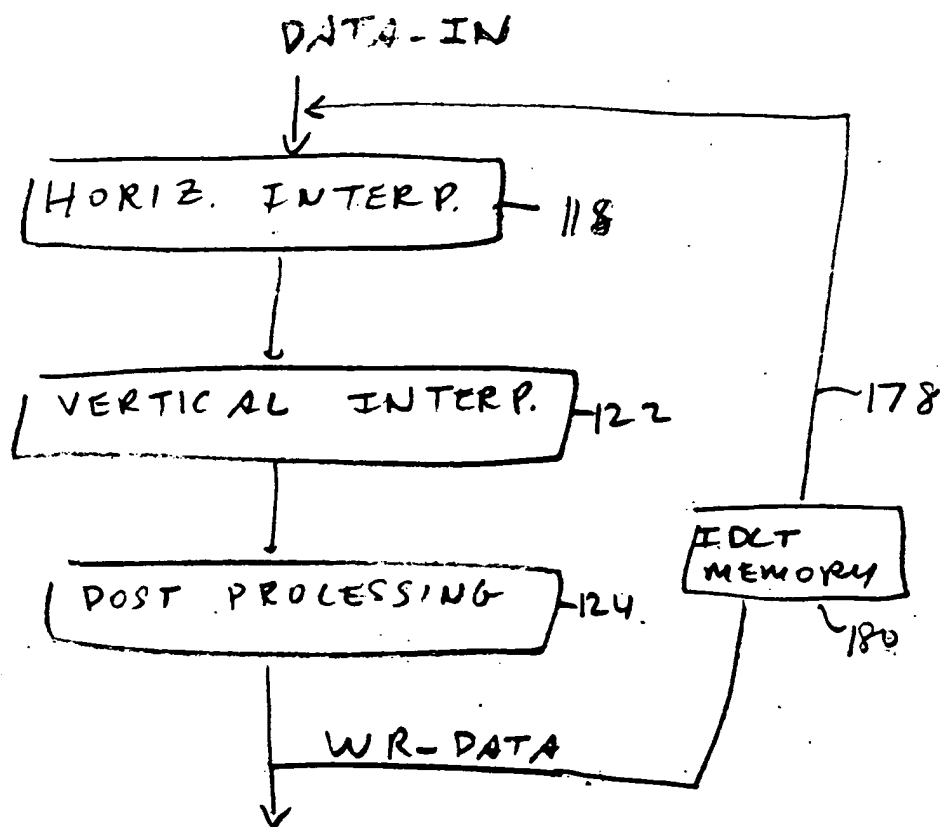


Figure 138

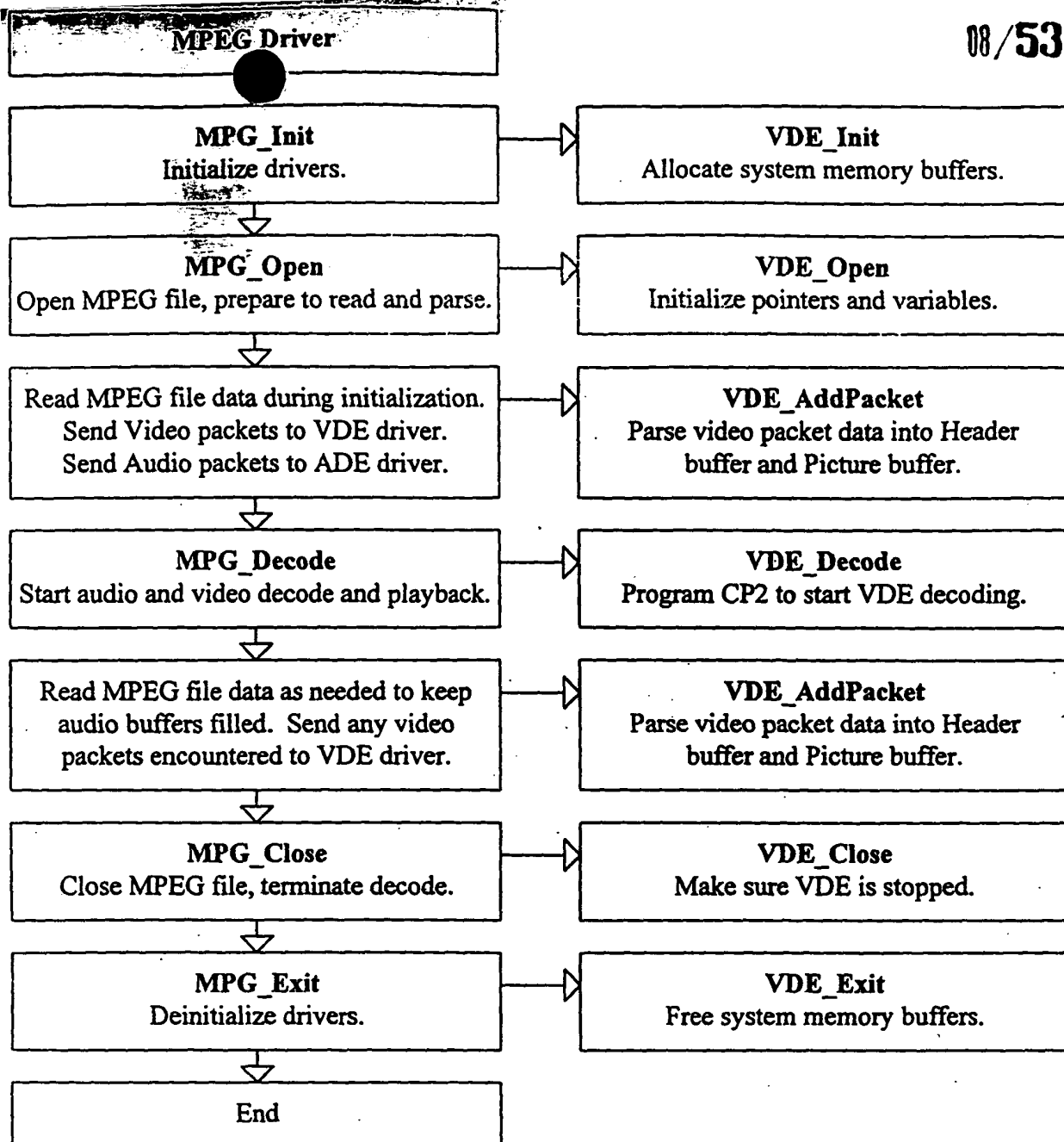


Fig. 14A

Best Available Copy  
**VDE\_Init**

Allocate system memory buffers.

**Raw Buffer**  
is used to hold raw video packet data  
until it can be parsed.

**Header Buffer**  
is used to hold parameters extracted from  
Sequence, Group, and Picture headers.  
Used to program CP2 registers.

**Picture Buffer**  
is used to hold picture layer data, to be  
copied later into CP2 private memory.

**Target Buffers**  
are two buffers where CP2 will transfer  
decompressed frames using PCI bus master.

End

**VDE\_Open**

Initialize variables for new MPEG file.  
Prepare to receive video packets.

End

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Fig. 14 B

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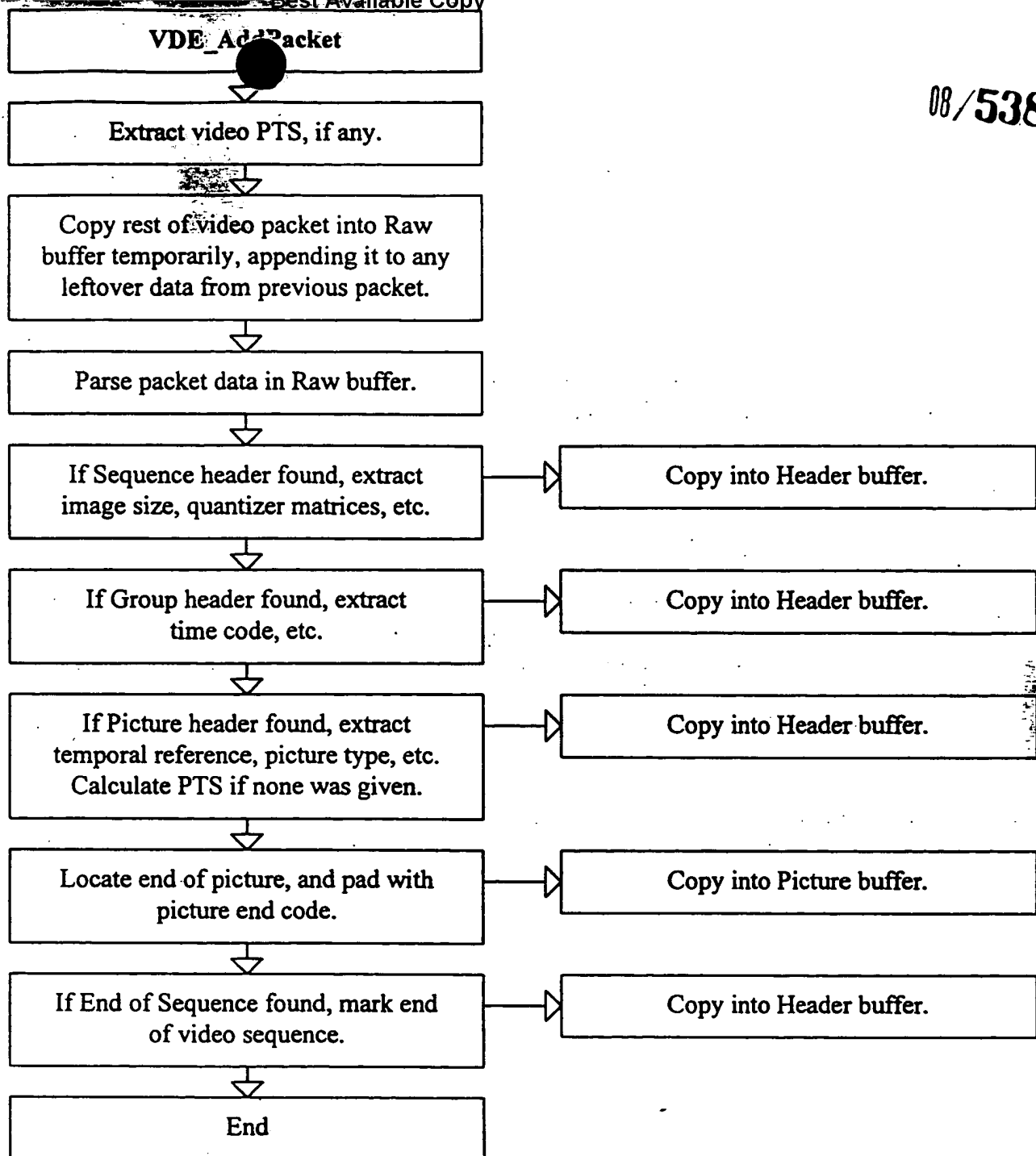


Fig. 14c

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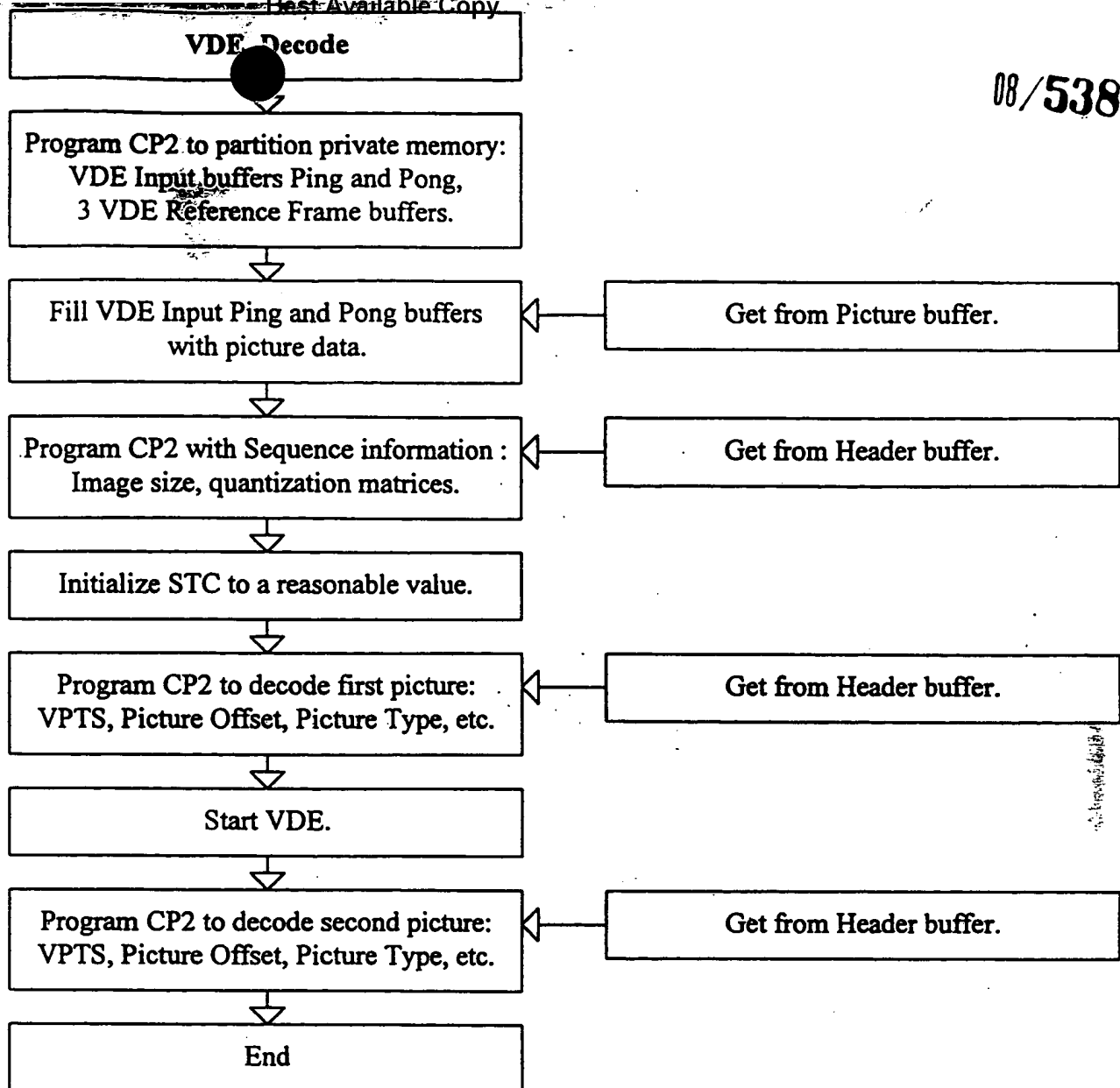


Fig. 14D

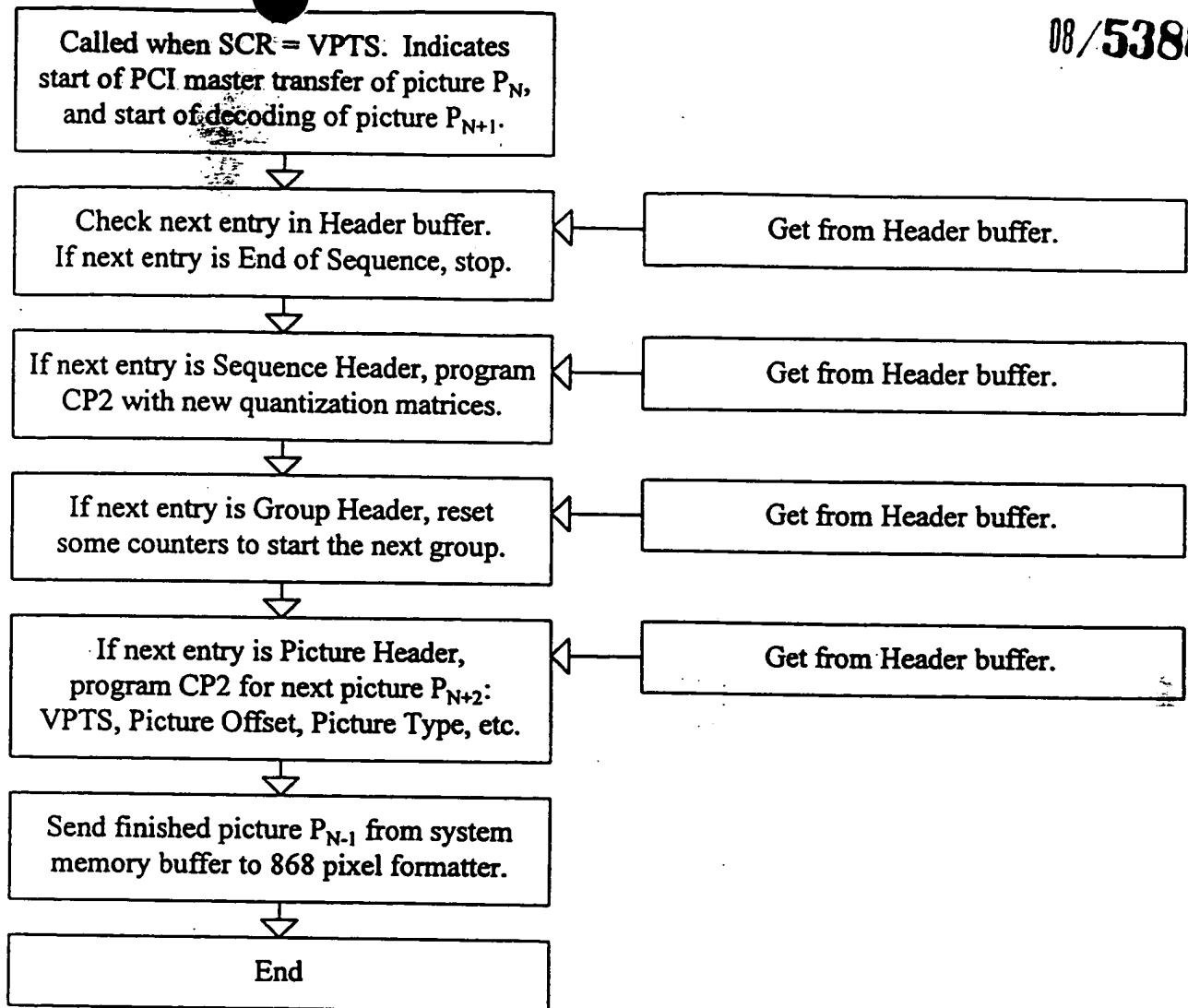


Fig. 14E



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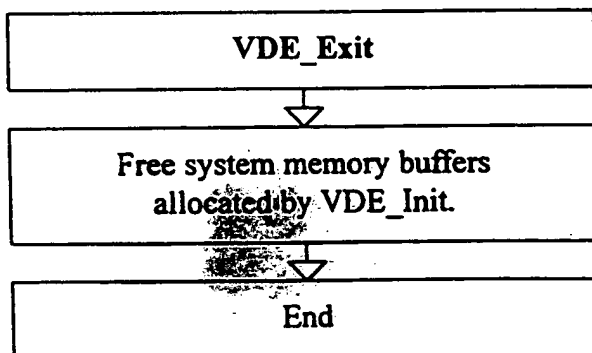
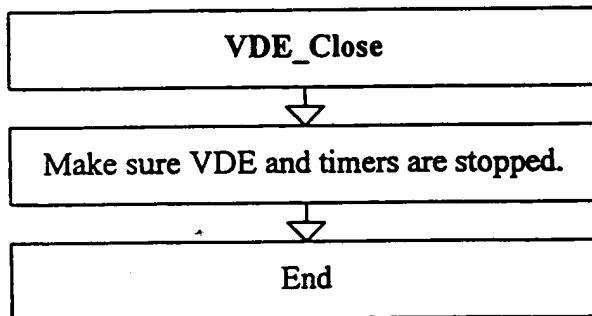
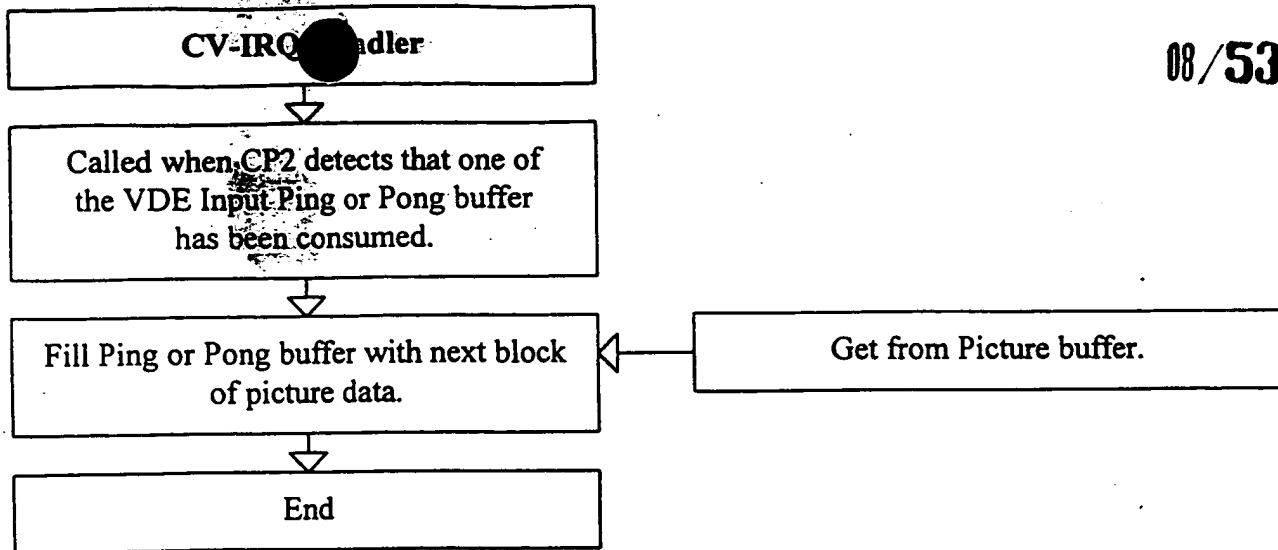


Fig 14F

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